HOW TO PLAY

NES-5B-USA

CYBERSTADIUM SERIES
BASEWARS

ULTRA® GAMES

ULTRA SOFTWARE CORPORATION LIMITED WARRANTY

Ultra Software Corporation warrants to the original purchaser of this Ultra software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ultra software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

Ultra Software Corporation,
900 Deerfield Parkway,
Buffalo Grove, IL 60089-4510,
(708) 215-5111

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Ultra Software Corporation nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

This game is licensed by Nintendo® for play on the

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

Congratulations!

You're now the proud owner of Ultra's authentic version of Cyber Stadium Series—Base Wars for the Nintendo Entertainment System®. We suggest that you read the following instructions thoroughly before stepping up to the plate.

TABLE OF CONTENTS

INTRODUCTION 4
HOW TO BEGIN 6
OPEN MODE (SINGLE GAME SET-UP) 6
PENNANT MODE (PENNANT RACE SET-UP) 10
THE PARTS SHOP 13
CONTROLLING THE ACTION 18
YOUR SHOPPING GUIDE TO DESTRUCTION 22
TAKING CARE OF YOUR GAME 24

NOW YOU'LL KNOW WHAT "SLUG FEST" REALLY MEANS.

At last it can be told. How, at the turn of the 24th Century, the game of baseball was changed forever. It happened in Cape Codpiece, Florida during the annual winter meetings. On the aluminum paneled walls of the posh hotel's Presidential Room hung stirring portraits of baseball's all-time greats. Legends like Cecil "Rooftop" Shingleton, Travis "Tee" O'Justice, and Tip "Rude" Wayter. Around the huge conference table sat a group of sour, seething executives collectively known as the baseball team owners. The issue before them—astronomical player salaries. (A Solar League official had just ordered one of the weakest franchises to shell out $2.4 billion a year to Gomer "Go Homer" Gomez, a lifetime .250 hitter.)

For hours the owners debated their options. Until suddenly Irving Flopilidopolous, owner of the Boston Banshees, leaped from his chair and slammed his fist on the table.

"Robots!" he exclaimed. The other owners looked blankly at each other. Then smiles slowly crept across their faces as they realized they had found the solution—replace the players with mechanical men. No more salary demands. Better yet, no more salaries! Just obedient automatons pre-programmed for action.

The now inspired owners worked feverishly that weekend to refine their new sport which they christened Base Wars. The public was quickly captivated by this bizarre combination of baseball and gladiatorial combat played by an army of armor clad

cybernetic swingers. They especially loved the one-on-one battle royales for base possession, the loser of which is retired to the scrap yard. It wasn't long before Base Wars became the new intergalactic pastime.

YOU CALL THE SHOTS WITH THE CYBORGS OF SUMMER.

Now is your chance to participate in this sporting extravaganza. And when you do, you'll have more hats to wear than a four-headed haberdasher. Because in Base Wars you're the commissioner, owner, manager, player, even the trainer. You'll name the teams, pick the robots, set the schedules and control all of the game action. And with the prize money you get for wins (and losses!) you can purchase power-up parts and weapons for the robots. So get ready to hit, pitch, catch and coach your way to the World Domination Series. And see why Base Wars gives new meaning to the phrase "slug fest."

HOW TO BEGIN

It's Opening Day for the Cyber League, so press the Start Button to get to the Mode Select screen. Do you want to hear great background music? Press the Control Pad Down to move the cursor to the SOUND Mode box, then press the Select Button to turn the music option on or off. If you choose OFF, the music ends when game play begins. If you have an ear for awesomeness, you can listen to all of the BGM (background music) options (11), sound effects (28) and voice effects (10) individually. Press the A Button to get to the SOUND CHECK Mode screen. Press the Control Pad Left or Right to select a music option number. Then press the B Button to hear the tunes. Move the red line cursor down using the Control Pad and repeat the above steps to hear the sound effects and voice effects. When you've heard enough, press the Start Button and you'll return to the Mode Select screen.

OPEN MODE—ONE GAME, WINNER TAKE ALL

If you only want to play a single Cyber League game, press the A Button to choose PLAY BALL and begin choosing the two teams to play. Here you have 14 teams to choose from—12 established franchises, plus two Edit Teams over which you have complete control including the team name, type of robot, robot's name, robot's position and even which side of the plate he swings from. (About the only thing you can't control is how much he chokes up on the bat!)

Press the Control Pad Left, Right, Up or Down to select Team 1 and press the A Button to lock in your decision. Press the B Button to cancel. Repeat this process for Team 2. Press the Control Pad Down to set the number of innings (up to 9). Press the A Button to lock it in, the B Button to cancel. Now you determine the playing mode for the game (player vs. player, player vs. computer or computer vs. computer.) Press the Control Pad Up or Down to the desired mode for Team 1, then press the A Button. Do the same thing for Team 2. Now press the A Button to view the lineup for Team 1, and press it again to see Team 2's lineup. Now press the A Button once more because it's time to play ball. (See page 18 for details on how to control your players.)

NOTE: The first player listed on the screen uses Controller #1. You also use Controller #1 when you play against the computer.

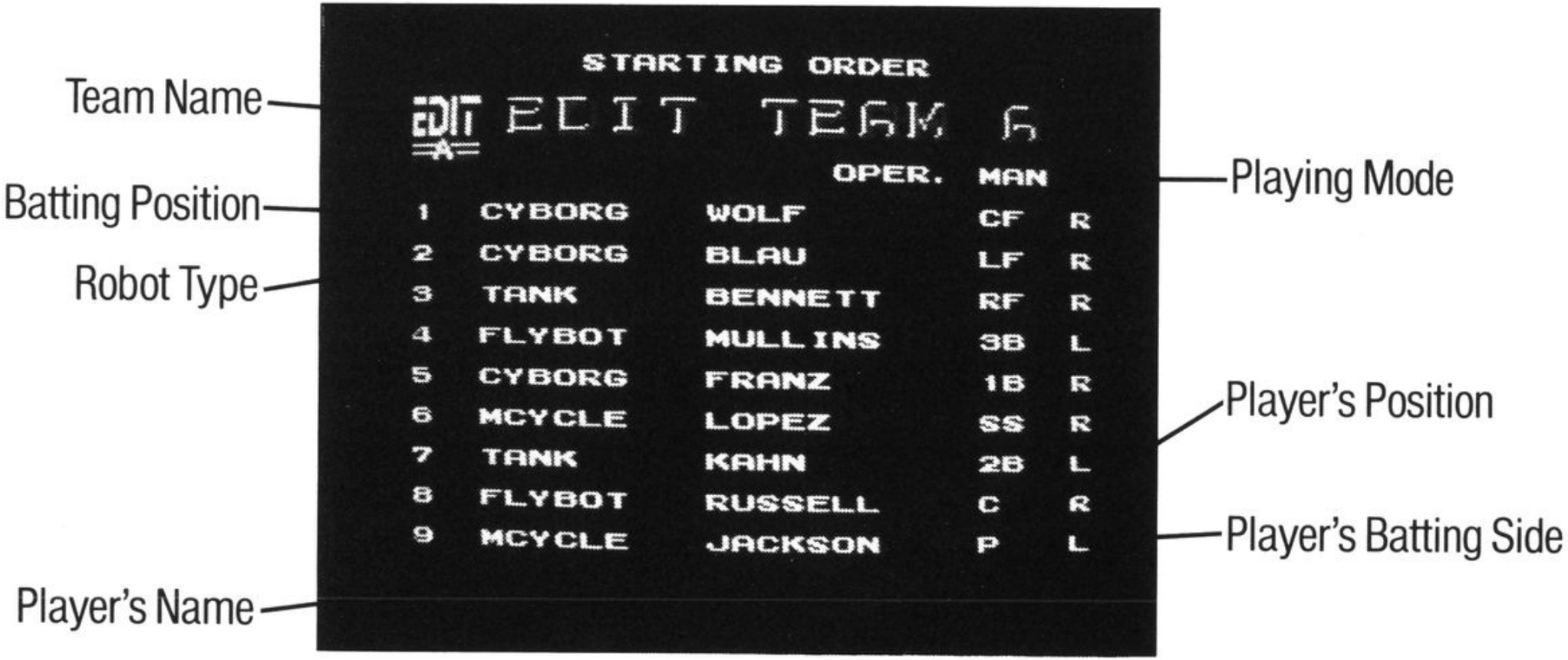
EDIT TEAMS — CUSTOM-MADE MECHANICAL BALL CLUBS

To set up your own teams, press the Control Pad Down to select TEAM EDIT on the Mode Select screen, then press the A Button. Press the A Button again to select Edit Team A. Or press the Control Pad Right to select Edit Team B, then press the A Button. The screen will display the team name and line-up including the type of robot, his name, his position and whether he bats right or left handed. Now flex your creativity and name the teams. To change a letter in the team name, press the Control Pad Left or Right until the arrow cursor is under that letter. Then press the Control Pad Up or Down until you reach the right letter (there are also numbers to choose from.)

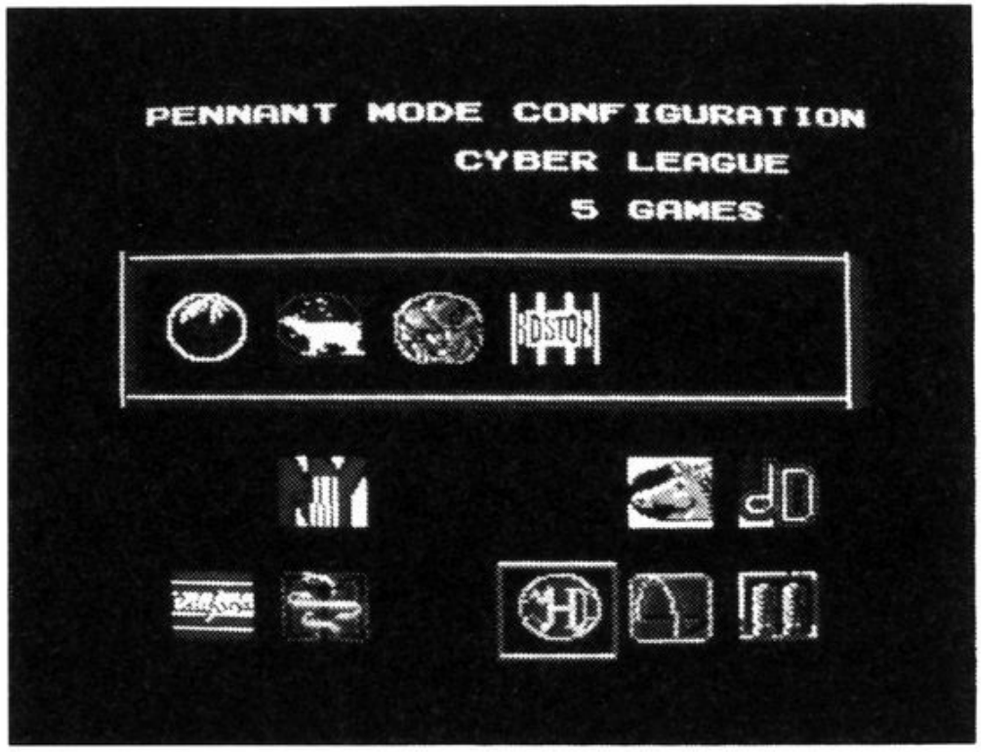
Now you can change the type of robots in your line-up, their names, their field positions and their batting sides. To move the arrow cursor up or down to a different line or across a line, press and hold the B Button, then press the Control Pad in the desired direction. Make your changes by moving the cursor to the item you want to change, then press the Control Pad Up or Down until your selection appears. When you've completed all of your changes for an Edit Team, press the Start Button to return to the Mode Select screen. If you want to set up the other Edit Team, use the Control Pad to select TEAM EDIT, then press the A Button. Repeat this process to set up Edit Team B. If you do not want to set up another Edit Team, press the

A Button to go to the Team Select screen. Now select your two teams, playing mode, and number of innings. Press the A Button when both teams are ready to take the field.

NOTE: You can start over when setting up an Edit Team at any time. To do this, select the appropriate Edit Team with the Control Pad, then select Reset, then press the A Button.



ACTION SO HOT, YOU'LL GET PENNANT FEVER BLISTERS.



In this mode you can set up a Cyber League pennant race of up to 10 games with up to six of the 12 established ball clubs.

To begin the pennant race, press the Control Pad Right to choose START in the PENNANT Mode box, then press the A Button. You can continue an existing pennant race by choosing CONTINUE with the Control Pad, then pressing the A Button.

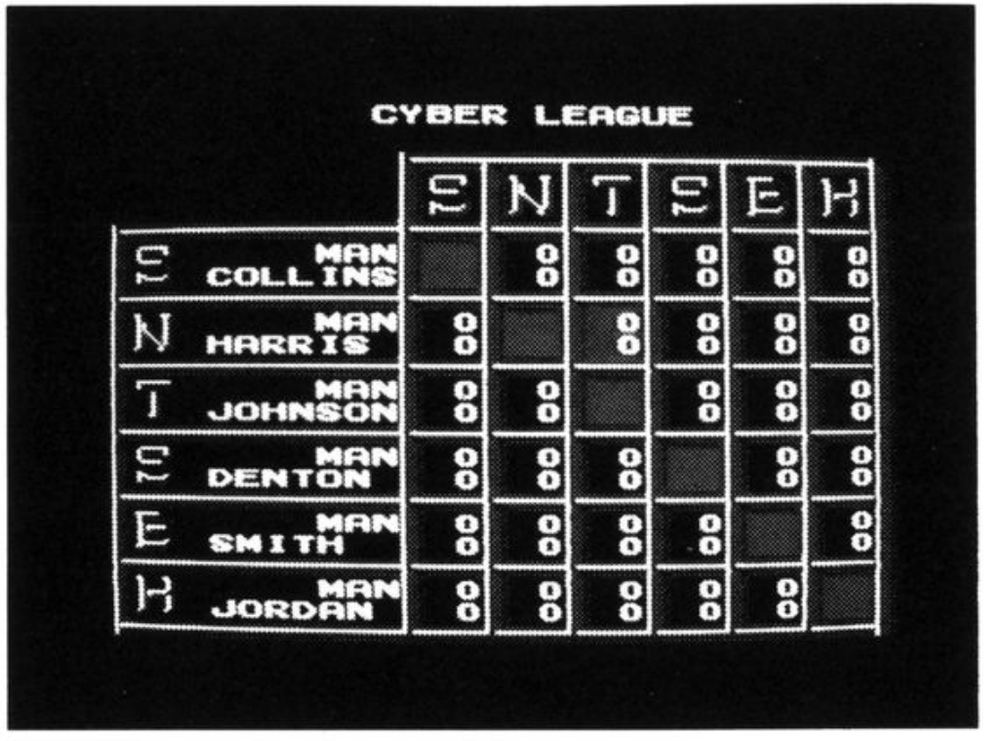
Now you must decide whether or not you want to keep the existing pennant race data. Base Wars has a special feature that actually lets you save pennant races and their data for future play. You'll be able to save such key stats as league ranking, home run ranking, ERA's and battle stats. (At least you won't have to worry about the robots going on strike and putting the kibosh on an exciting pennant drive.) Use the Control Pad to select YES or NO, then press the A Button and you're ready to begin.

Press the Control Pad to select the teams for the race, pressing the A Button to lock each one in, the B Button to cancel. When you've finished picking the teams, press the A Button. The arrow cursor will point to CYBER LEAGUE. This is your opportunity to change the name of the league. Press the Control Pad Left or Right to select any letter, then Up or Down until the desired letter appears. Press the A Button to select the number of games to be played. Press the Control Pad Up or Down to change the number (maximum of 10). Press the A Button again to see the Team 1 roster. Now you can change the team name, owner's name, playing mode, type of robot, robot's name, field position and batting side (see EDIT TEAMS, page 8). Press the Start Button to go to Team 2 roster. Repeat this process until all of your pennant race teams are completed.

Press the Start Button one more time to confirm the teams you've chosen. If you want to make some more changes, use the Control Pad to select NO, then press the A Button to return to the Team Select screen. If you're satisfied, press the A Button to go to the Options screen. Here you can PLAY BALL, go to the PARTS SHOP, check the teams' RANKING, or CHANGE the teams for the pennant race. Use the Control Pad to pick the option you want, then press the A Button.

PLAY BALL

You're looking at the pennant race overview. Each team is indicated across the top and down the left side by the first letter of its city. The top number in each box indicates how many games the team has won, the bottom number is the number of losses. To start a game, first decide which two teams you want to play each other, then use the Control Pad to select the box in the standings where the two teams intersect. Then press the A Button to check the line-up of the first team. Press the A Button again to see the other team's line-up. Press the A Button once more and the game will begin.


CYBER LEAGUE
C N T E E H
C MAN COLLINS 0 0 0 0 0 0 0 0 0 0
N MAN HARRIS 0 0 0 0 0 0 0 0 0 0
T MAN JOHNSON 0 0 0 0 0 0 0 0 0 0
E MAN DENTON 0 0 0 0 0 0 0 0 0 0
E MAN SMITH 0 0 0 0 0 0 0 0 0 0
H MAN JORDAN 0 0 0 0 0 0 0 0 0 0

RANKING

This option shows you how the teams rank in four categories: League, Home Runs, ERA and Battle. Press the Control Pad Down to the ranking you wish to see, then press the A Button. Press the B Button to return to the Ranking Overview screen. When you're finished looking at rankings, press the B Button to go back to the Options screen.

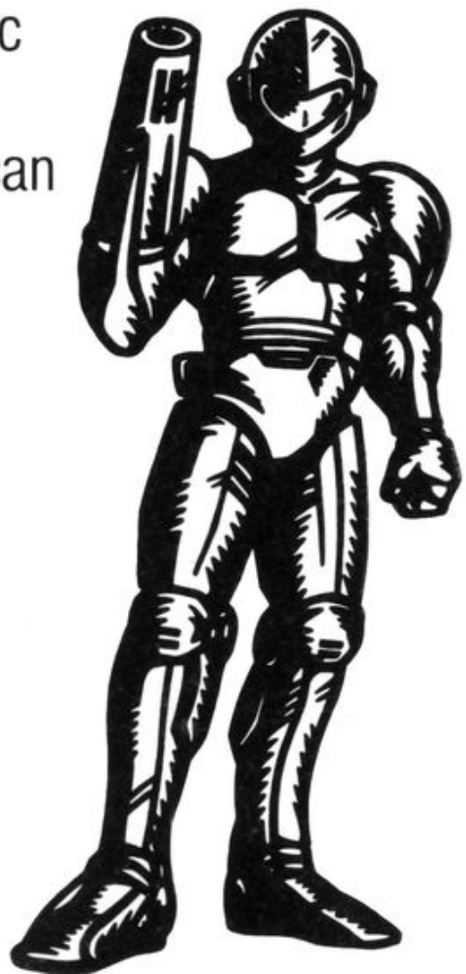
PARTS SHOP

Inside the Parts Shop you can buy new parts to increase your robot's strength, repair damaged robots, or review a robot's data. Rexy the Riveter will welcome you to the Parts Shop and list the teams in the pennant race. To choose a team press the Control Pad Down, then press the A Button to lock it in, the B Button to cancel. Now you can either go shopping for parts, make repairs, or look at a robot's data. Press the Control Pad Down to make your selection, then press the A Button.

NOTE: The Parts Shop is closed when you're only playing a single game.

SHOPPING

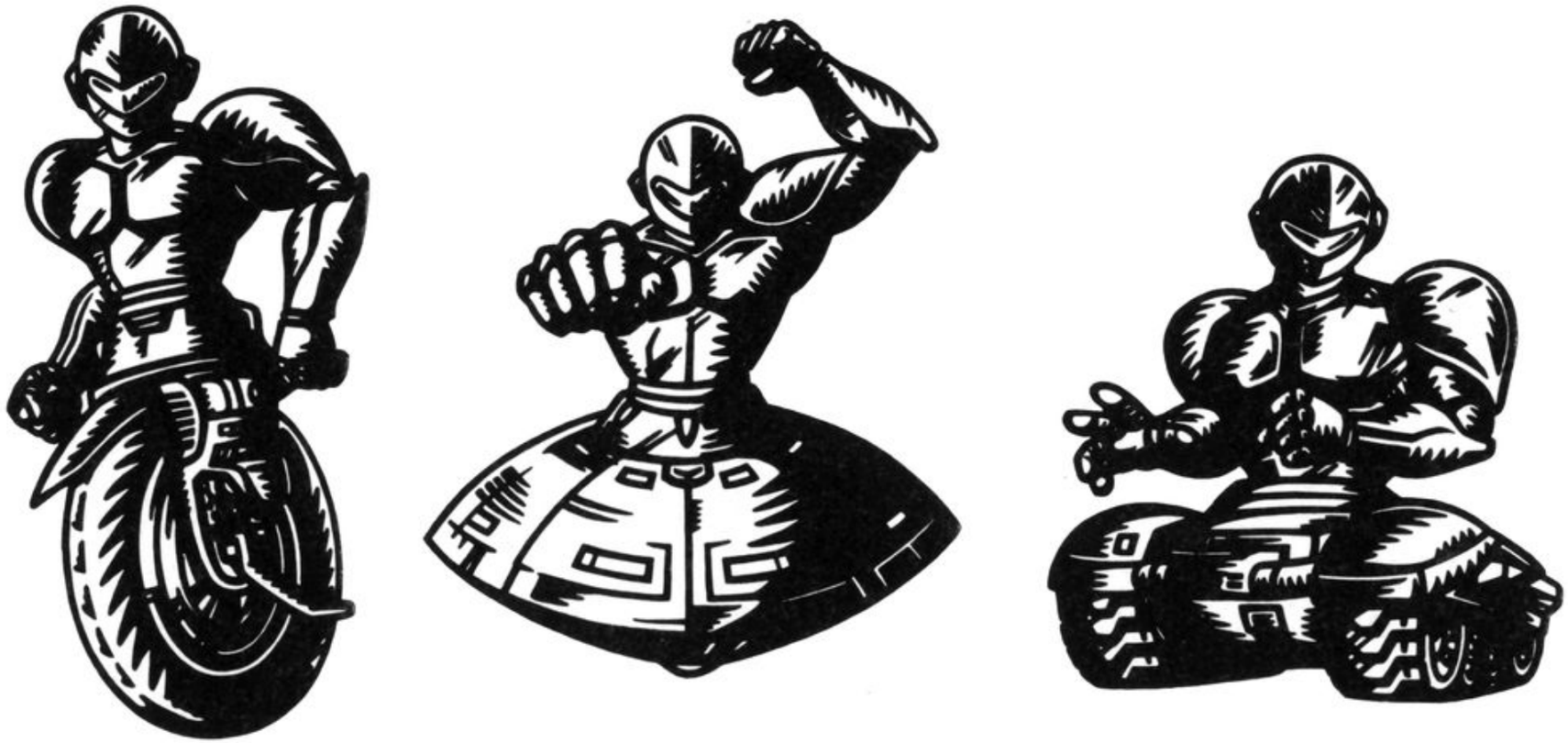
With the money you win during the pennant race ($20,000 for each win, $5,000 for a loss) you can buy parts that add firepower and horsepower to robots. (Sorry, no blue light specials.) There are six categories of parts to choose from: Weapon (arms), Catch (parts for catching), Shoot (parts for shooting), Unit (parts for unit), Engine (parts for engine) and Shoulder (parts for shoulder). Move the cursor with the Control Pad to the category you want, then press the A Button. You'll be shown a list of parts and their prices. Select the part you want with the Control Pad, then press the A Button. (If you try to pull a fast one on Rexy by selecting a part that costs more than you have he'll give you an electronic Bronx cheer.) Now you must assign that part to a robot. Press the Control Pad Down to select the desired player. Then press the A Button and you can watch the part being added to the robot and look at the robot's updated data. Press the A Button again to continue shopping. Rexy will keep you posted on how much money you have left after each purchase. When you're done, press the B Button to begin making repairs or check your robots' data. If you don't want to do either, press the B Button two more times.



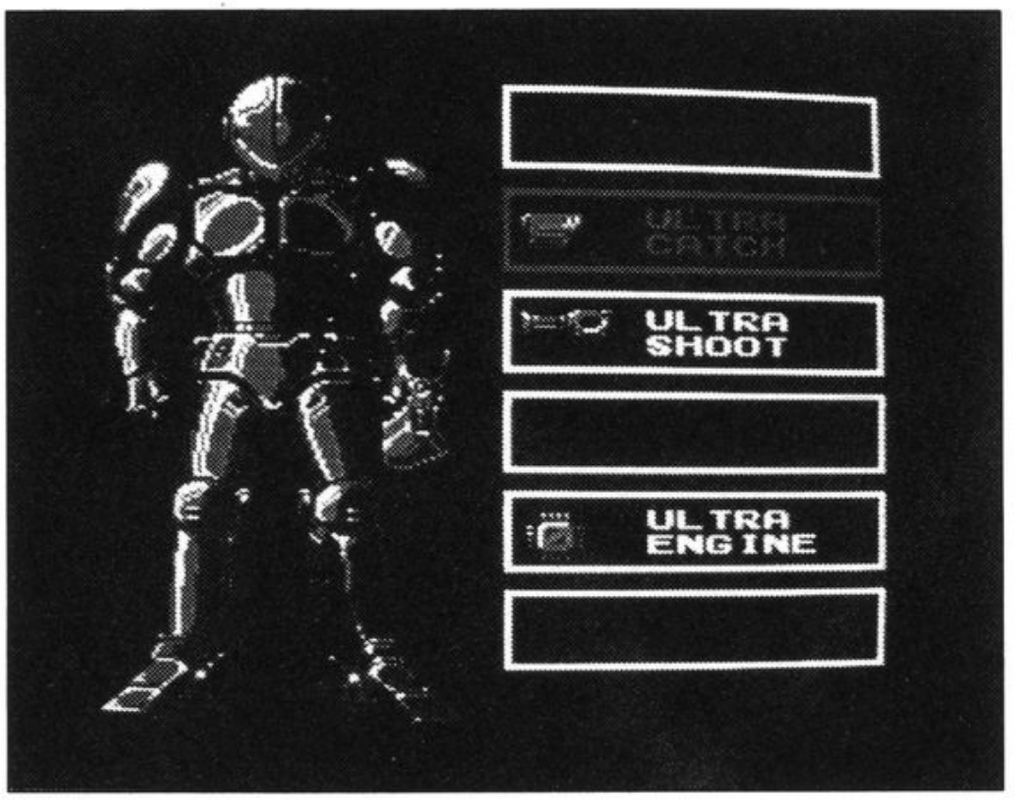
REPAIRS

Choose Repairs and you can restore parts and power lost by robots during battle. But every repair has a price. (Yes, there's still inflation in the 24th Century.) After selecting Repairs, press the A Button to view the team roster. Again, select the robot you want to repair with the Control Pad and press the A Button (B Button to cancel) and your repairs will automatically be made.

If MAX appears in the far right column then that robot is at full strength. Otherwise a price will be shown indicating the cost of repairing that robot. Any robot that has been in battle will probably need repairs (see BATTLING FOR BASES, page 21).



ROBOT DATA



This selection lets you review a robot's offensive and defensive arsenal. After you've selected Robot Data with the Control Pad, press the A Button. Then once again use the Control Pad to pick the robot whose data you want to look at, then press the A Button. Press the A Button again to see the lineup again. Check more robot data if you desire, or press the B Button to return to the Shopping/Repairs/ Robot Data screen.

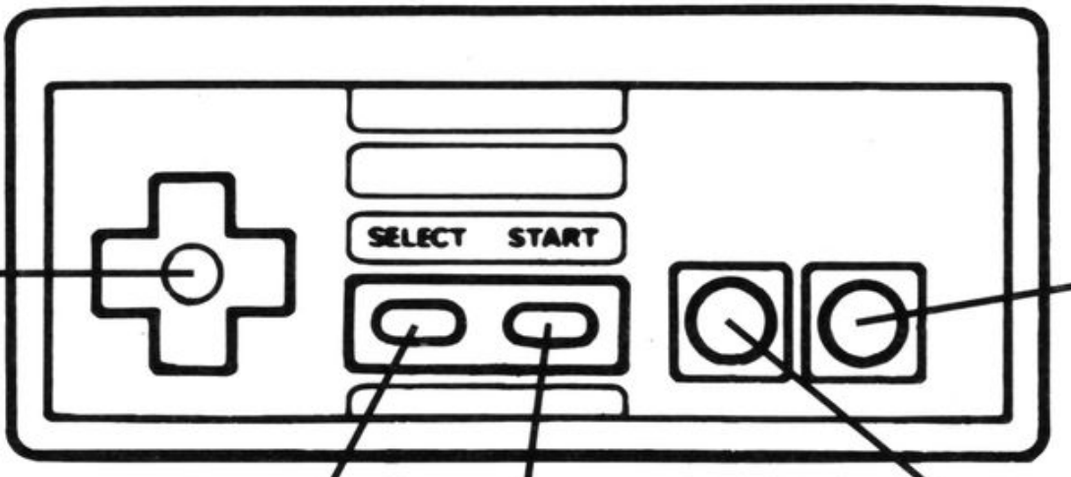
After you've done all your shopping, repairing, and data checks for a team, you can do the same for any other team. Simply press the B Button and you'll see the list of teams. Select another team and continue your parts shopping spree. When you're ready to leave the shop, press the B Button one more time. Rexy will thank you and return you to the Options screen.

CHANGES

With this option you have one last chance to change team names, team owner names, and team playing mode. After selecting CHANGE with the Control Pad press the A Button and you'll be shown a list of the teams, their owners and their playing mode. Move the cursor by holding down the B Button and pressing the Control Pad in the desired direction. Press the Control Pad Up or Down to make any changes. Once all your changes have been made, press the A Button and you'll find yourself back at the ol' Options screen. Now you're ready to hit the diamond, so press the A Button. Next you'll see the pennant standings. Choose a match-up (see PLAY BALL, page 12) then press the A Button to view the line-up and then again to begin play.

HOW TO CONTROL THE ACTION

Control Pad
Press to move batter and pitcher position. Press, hold, then press B Button to advance a runner. Press, hold, then press A Button to throw to a base. Press to control path of pitch.



A Button
Press to swing, pitch, and attack. Press, hold and release for ultra fast pitch. Press A and B simultaneously followed by A or B Button for special attack.

Select Button

Start Button
Starts and pauses the game.

B Button
Press to attack.

THROWING HEAT

Press the Control Pad Left or Right to move the pitcher around the rubber. Press the A Button to throw a pitch. Once the pitch has left the pitcher's hand you can press the Control Pad Left, Right, Up or Down to alter its path. (Don't worry if you hit the batter. Charging the mound was ruled illegal earlier after a bench clearing brawl left numerous craters in the field.) If you really want to unleash some smoke, press and hold the A Button. The pitcher will begin to flash. Release the A Button when you're ready to unload that fast ball.

NOTE: There's no need to swap controllers with your opponent when the teams change sides; each controller automatically switches back and forth between offense and defense after each half inning.

NOTE: After each out the next batter will step up to the plate automatically. After the third out in an inning the computer will show you the line score before switching sides.

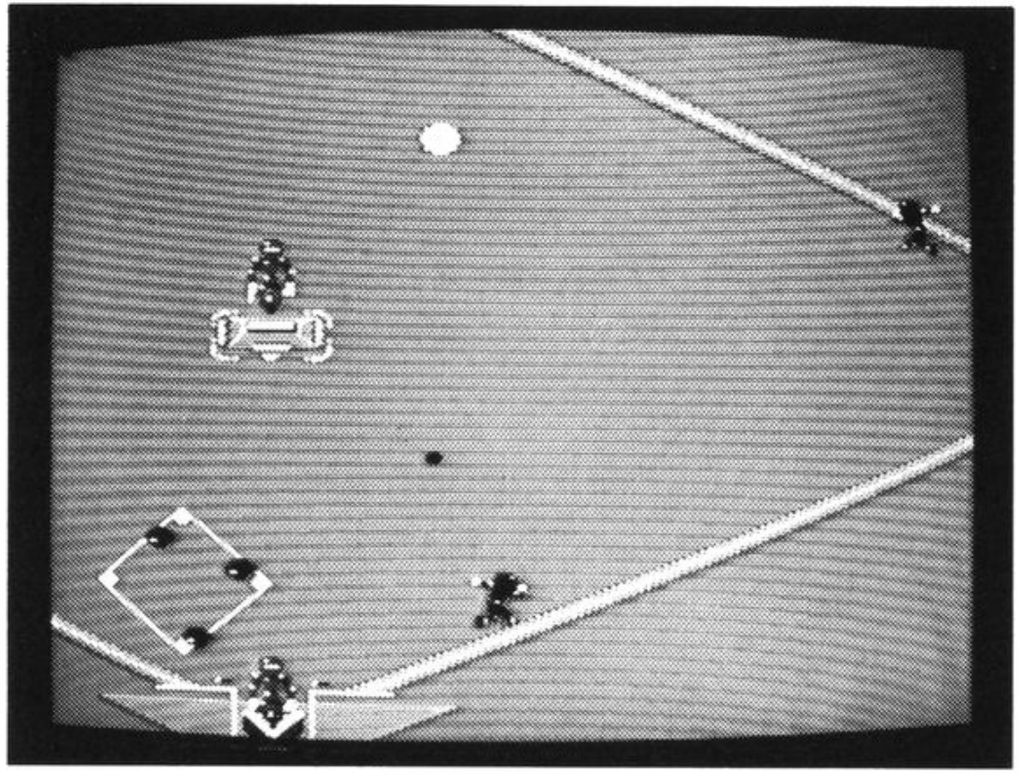
IT DON'T MEAN A THING IF YOU AIN'T GOT THAT SWING

Press the Control Pad Left or Right to move the batter closer to or away from the plate. Press the A Button to swing the lumber. (Try intimidating the pitcher with some hefty practice cuts.) Club a round tripper and the fans will be treated to a star fighter sky writing fly-by!

Base Wars Batting Rule: If you are hit by a pitch while swinging your bat, you will be awarded first base.

BASE RUNNING FOR YOUR LIFE

To advance a base runner, press and hold the Control Pad Left, Right, Up or Down and press the B Button. (Right = first base, Up = second base, Left = third base, Down = home plate.) However, if you're caught in a run down and want to return to a base, hold the Control Pad in the desired direction and press the A Button.



PLAYING THE FIELD

When a ball is hit in play, use the Control Pad to guide the nearest robot to it. Once he has the ball, press and hold the Control Pad in the direction of the base you want to throw to. Press the A Button to throw to that base.

BATTLING FOR BASES (NOT TO BE CONFUSED WITH BOWLING FOR DOLLARS)

Every force out play or close put out attempt is followed by a one-on-one battle between the runner and the fielder for possession of the base. When it's combat time, the screen will automatically change to battle mode. Each robot has a certain number of weak spots that must be hit in order to defeat it. The three digit HP number indicates Hit Points. This number drops every time a robot is clobbered by his opponent. The lower the number gets the more repairs he'll need. If you let the number reach 0 the robot will go kaboom! and he goes on the disabled list until the next game. If three robots on either team are knocked out the game is over.

If your robot is equipped with a weapon, press the A Button to beat, cut and thrust. Press the B Button to kick, launch a jump attack or execute a Riveting Revolution attack. To engage an especially damaging attack sequence, press the A and B Buttons simultaneously; then while the robot flashes press the A or B Button (depending on what kind of robot it is). Inflict enough punishment and your opponent will explode in a cloud of sheet metal. As usual, use your Control Pad to move your robot. Good Luck!

YOUR SHOPPING GUIDE TO DESTRUCTION

Be sure to read this before you spend your hard earned money.

BATTLE GIMIC

When using this power up, press the A Button to attack forward and release to go backward. This option is most effective when you are in close contact with your opponent.

IRON GLOVE

Increases the power of your punch. The dreaded "stroke punch" to your opponent's body knocks him out of the game.

HAND GUN

Even the smallest amount of money can buy you this weapon. It will be most effective when there is a great distance between you and your opponent.

FIRE GUN

This weapon is more powerful than the HAND GUN. It will allow you to continuously shoot bullets for maximum damage.

LASER GUN

This is the strongest and most powerful gun. Be careful using this weapon because each time you do, your hit points will decrease.

MURAMAGE

This sword will widen your attacking area.

LASER SWORD

A dangerous and lethal sword! But use wisely, because a weapon of such power will consume hit points. In fact, you can't even use it unless you have a substantial amount of HP's left.

SUPER CATCH

Allows you to cover more territory when on defense.

ULTRA CATCH

Allows you to cover even more territory than the SUPER CATCH.

HYPER CATCH
The best of the three. These special catch features are best utilized when commanding "Tank players."

SUPER SHOOT
This feature allows you to throw the ball faster.

ULTRA SHOOT
Allows you to throw even faster than when equipped with the SUPER SHOOT.

HYPER SHOOT
Best of the three. These special shoot features are most beneficial to the Pitcher.

SUPER UNIT
Enables you to move around quicker.

ULTRA UNIT
You'll move around even quicker than you did when using the SUPER UNIT.

HYPER UNIT
Best of the three. These special unit features are beneficial to all players.

SUPER ENGINE
Lets you recover your hit points faster during battles.

ULTRA ENGINE
You'll recover even more hit points than you did when using the SUPER ENGINE.

HYPER ENGINE
Best of the three. Make sure to use this engine feature when you're up against a powerful opponent.

SUPER SHOULDER
Increases your batting power.

ULTRA SHOULDER
Your batting power will increase even more than when using the SUPER SHOULDER.

HYPER SHOULDER
Best of the three. Power up and swing away.

Treat Your ULTRAGAME Pak Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

ULTRA®
GAMES

Ultra® and ULTRAGAMES® are registered trademarks of
Ultra Software Corporation.
CYBER STADIUM SERIES—BASE WARS™
is a trademark of Ultra Software Corporation.

© 1991 Ultra Software Corporation.
All Rights Reserved.

Ultra Software Corporation
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

PRINTED IN JAPAN